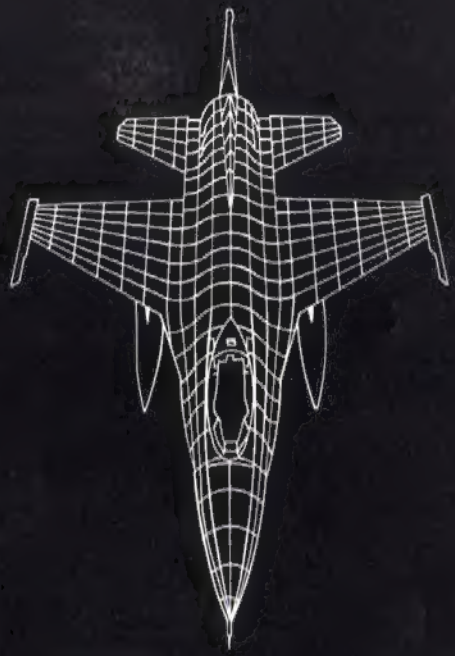


SUNSOFT®

11165 Knott Ave.
Cypress, CA 90630
(714) 891-4500

SUNSOFT® is a registered trademark of Sun Corporation of America. Nintendo® and Super Nintendo Entertainment System® are registered trademarks of Nintendo of America Inc. ©1992 The Sales Curve Ltd.
©1992 Sun Corporation of America

PRINTED IN JAPAN

SNS-FW-USA

FIREPOWER 2000

INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM®

SUNSOFT Limited Warranty

SUNSOFT® warrants to the original purchaser only that the Game Pak provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the Game Pak to SUNSOFT® or its authorized dealer along with a dated proof of purchase. Replacement of the Game Pak, free of charge to the original purchaser (except for the cost of returning the game pak) is the full extent of our liability.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE, ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

SUNSOFT shall not be liable for incidental and/or consequential damages for the breach of any express or implied warranty including damage to property and, to the extent permitted by law, damages for personal injury, even if SUNSOFT has been advised of the possibility of such damages. Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions do not apply to you.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

Official Nintendo Seal of Quality

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY Nintendo

NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC.

©1992 NINTENDO OF AMERICA INC.

CONTENTS

Game Story 2-4
Loading Instructions 4
Control Screen 5
How to Use the Controller—Helicopter 6
How to Use the Controller—Jeep 7
Containers 8-9
Game Play Screen 10
Pausing Game 10
Level of Game Play 11-12
Entering High Scores 12
Scoring 13

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

GAME STORY

Date: 19.10.97
Time: 13:24

A prototype fighter aircraft is on a routine test flight. The pilot's heart skips a beat as the radar beeps twice at him. The scanner shows a large blip heading on a direct collision course with his craft. He scans the radar display for further signs, speaking into his mike at the same time. "Control, I have contact on radar. Unidentified craft flying at 30,000 feet bearing on a collision course. Our reports this morning showed no commercial or military flights in this sector today, please advise, Over." "Roger Delta 9, change course to ss.....ssss.... an .....ep.....your ey....ssss.....peeled.....ver." "Control, Please repeat, you're breaking up, Control, please respond, Over." His craft shudders around him.

The radar scanner at the flight control tower still shows only one dot moving steadily West. No other contact has been monitored during the course of this flight. The Flight Controller grips the mike receiver on his headset and pulls it closer to his mouth. "Delta 9 you are breaking up! Respond Delta 9!"

The pilot heaves on the joystick, trying in vain to regain control of his craft. His instruments are going haywire. His headphones are filled with the hiss of static. Occasionally he hears his Flight Commander's voice, but it's badly broken up and he can't make it out. "Control, my instruments are malfunctioning" he reports, hoping they can hear him. A blinding, bright light surrounds the craft, he shuts his eyes against the glare. The craft vanishes.

Everyone in the control tower stares at the radar screen in disbelief. The Radar Controller reports, "His signal's gone, we have no radar contact, Sir." The Flight Controller shakes his head. "That craft was flying at 30,000 feet, there's no way it could have dropped below radar range in that time."

The control room is silent, every head turned towards the blank radar screen.

Date: 19.10.97
Time: 14:05

In the Middle East a unit of tanks race through the smoke and fire of a pitched battle. It is part of a peace-keeping force sent to enforce a cease-fire by the United Nations. The

cease-fire has not held and the tank unit has been caught in a crossfire whilst passing through a small town. Rockets start to fall around the tanks as they race to escape the danger zone. Shrapnel and charred earth rains down. Huge chunks of stone are hurled skyward from the buildings around them.

A shadow passes overhead, keeping pace with the unit as it races through the war torn streets. A blinding light envelopes them. When it dies away they have disappeared. The barrage falls on an empty street.

Date: 19.10.97
Time: 13:52

At the bottom of the ocean the gigantic mobile missile platform "Sea-Base 2" travels along the seabed, seven kilometers off the coast of Central America. Sea-Base 2 is the latest in underwater technology. The United States has developed her from deep-sea oil drilling platforms. It is the only one of its kind in the world.

Mini-submarines move around it like protective satellites. Despite the lights on board the platform and the spotlights mounted on the exterior, the visibility is almost non-existent at this depth, yet around the platform and its small fleet of submarines a strange glow appears. The light becomes brighter than day - as it dies away again the platform is gone.

Date: 19.10.97 to Present

On a remote island in the mid-Atlantic an underground race is building up an unstoppable military force. It has stolen prototypes of the very latest and most powerful military equipment from all around the world. Every component is taken apart, studied and built.

The latest robotics technology has been used to build an army of computerized drones to drive and pilot the war machines. They are programmed to eliminate all opposition — and never fail.

This army has proved to be virtually impossible to track down. The craft used to steal the equipment has a cloaking device and its base is well hidden.

This craft was tracked down for the first time after its radar jammer appeared to malfunction for a few seconds. Using these readings to plot the army's course as

GAME STORY CONTINUED

accurately as possible, the intelligence agencies have been able to follow its path towards a volcanic island in the mid-Atlantic.

MISSION BRIEF
CODENAME: FIRE POWER 2000

The underground race has had time to put together a military force so large it could be considered a Super Power. It is estimated that by the time an armed force can be organized to face this threat it will be too late and we'll all be under attack. We must find them before they come looking for us.

We need your help. You have control of the only military vehicles with enough power to take on this army. We've done our job, we've found the most likely location for their base. Now it's up to you. Find the enemy, penetrate its defenses and neutralize every stronghold.

We're relying on you!

LOADING INSTRUCTIONS

Turn off the SUPER NINTENDO ENTERTAINMENT SYSTEM and insert the Fire Power 2000 game pak into the slot. Switch the machine on.

Once the title screen has appeared you may begin the game by pressing START; pressing SELECT will display the control screen. Buttons A, B, X and Y can be used to jump through the demo sections.

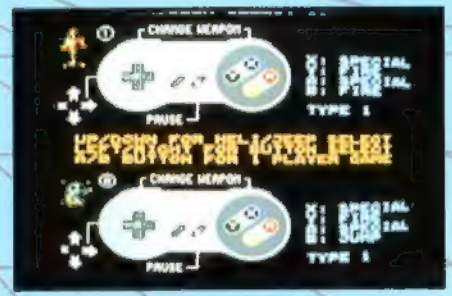
CONTROL SCREEN

To select the two player option press the A or B Buttons.

To select the jeep or the helicopter press UP or DOWN on the control pad.

To change the Fire Button settings, press LEFT or RIGHT on the control pad until your desired configuration appears. There are four configurations to choose from.

Press SELECT again to return to the presentation screens or press START to begin the game.



The control screen gives you a choice of two vehicles, HELICOPTER or JEEP. Both have their advantages and disadvantages.

HELICOPTER

- Faster than the Jeep
- Able to reach any part of the gameplay screen without being obstructed by ground obstacles or enemies
- Can only fire ammunition forward

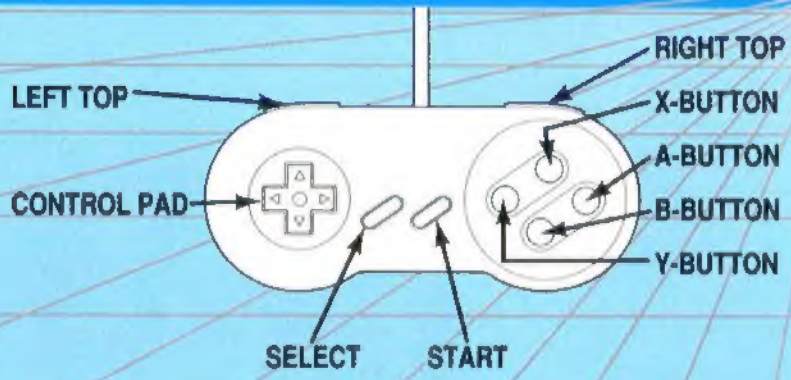
JEEP

- Can jump for short distances
- Fires ammunition in all directions
- Is not obstructed by air enemies
- Moves slowly and can be obstructed by buildings and other ground obstacles

*Note — The JEEP gun turret will point in the direction you drive and by pressing the fire buttons you lock it in position. This means you can drive in one direction and keep the turret levelled in any direction you choose. To change the gun turret direction press the control pad in the direction you want it aimed before pressing the fire button. You will find this a major advantage over the HELICOPTER.

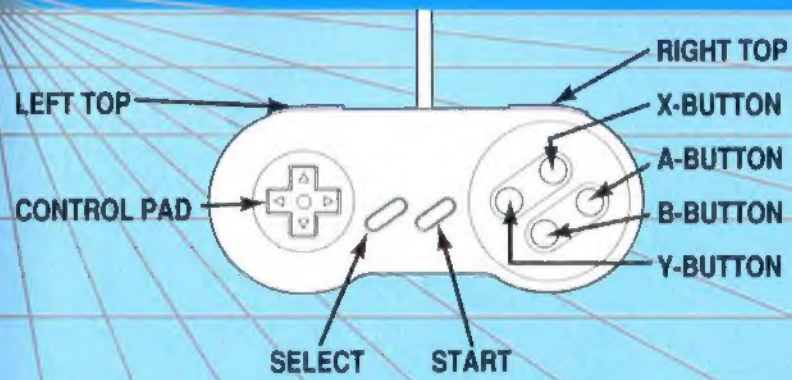
*Note — Bullets and homing missiles are a threat to both the JEEP and HELICOPTER.

HOW TO USE THE CONTROLLER – HELICOPTER



Config. #1 (Note: Fire Settings can be changed on Control Screen)
LEFT TOP or RIGHT TOP: Press to Select Permanent Weapons
CONTROL PAD: Moves Vehicle in All Directions
SELECT: Press to Display Control Screen
START: Press to Start Game Play
Press to Pause Game Play
X-BUTTON: Press to Fire Special Weapons
Y-BUTTON: Press to Fire Permanent Weapons (Hold down for turbo fire)
A-BUTTON: Press to Fire Special Weapons
B-BUTTON: Press to Fire Permanent Weapons (Hold down for turbo fire)

HOW TO USE THE CONTROLLER – JEEP



Config. #1 (Note: Fire Settings can be changed on the Control Screen)
LEFT TOP or RIGHT TOP: Press to Select Permanent Weapons
CONTROL PAD: Moves Vehicle in All Directions
Change Direction of Turret
*Note: You must change the direction of the turret before firing weapons. If any of the firing buttons are depressed at the same time, and you wish to change turret direction, the turret will not move.
SELECT: Press to Display Control Screen
START: Press to Start Game Play
Press to Pause Game Play
X-BUTTON: Press to Fire Special Weapons
Y-BUTTON: Press to Fire Permanent Weapons (Hold down for turbo fire)
A-BUTTON: Press to Fire Special Weapons
B-BUTTON: Press to Jump

CONTAINERS

Yellow rectangular containers are positioned at certain locations throughout the game (some of them may be hidden). When destroyed these will release power-up tokens. Should a container be in an open space an enemy craft will come on screen to pick them up. The craft will release more tokens. The power-up tokens are as follows:

PERMANENT WEAPONS

These are available on collecting the Silver tokens with icons on them. These are attached by flying through them. These last until you are destroyed. To select a weapon press the 'L' and 'R' buttons at the top of the controller: Permanent weapons have seven settings of increasingly destructive power. Included in this category are:

BULLETS — Slow but powerful. The more tokens you collect, the more bullets you will fire.

FLAME — Very powerful at close range. With each token you pick up, the flame will increase in power and range.

PLASMA — These are faster than bullets and the more tokens you collect, the wider the range.

LASER - This instantly destroys everything in its path. Each token you collect will increase its pulse rate.

IONIC — This weapon splits into two when it hits something. On a screen overrun with enemies this can start a knock-on effect destroying almost anything.

POWER-DOWNS

Should you be destroyed you will lose some of your weapon power. On collecting more than seven tokens the surplus tokens will be stored. This means that should you lose a life you will be able to use the surplus tokens when you rejoin the game.

SPECIAL WEAPONS

These are available on collecting the red tokens with letters on them. The appropriate letters will then appear under your score. The flashing letter tells you which weapon will be used when you press the 'special' weapon button. Save the weapons for difficult situations, because you can only use them once. The flashing letters represent the following weapons:

X MISSILES — These are very powerful and will destroy everything in their path.

SCORCH — This will explode into an expanding ring of fire around the players' vehicle. Some enemy missiles, however, can still penetrate this, so beware!

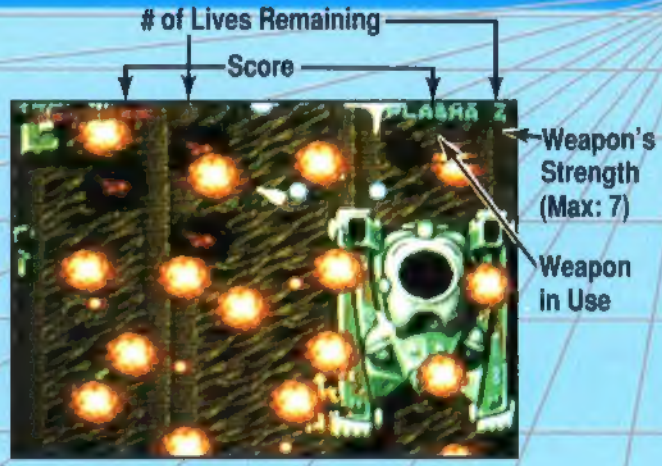
HOMING MISSILES — Launches a number of small guided missiles which will "seek and destroy" on-screen enemies. Very useful should the screen be overrun by your foes.

BUBBLES — Scattered throughout the levels are glowing mines. If you shoot these, they will release a bubble. When picked up it willact as a shield for 12 seconds. If the bubble is shot you will wipe out every enemy on the screen.

STARS — Certain enemies will release a star when destroyed. Each is worth 100 points. On completing a level, you will be awarded 1,000 points multiplied by the level number for each star picked up.

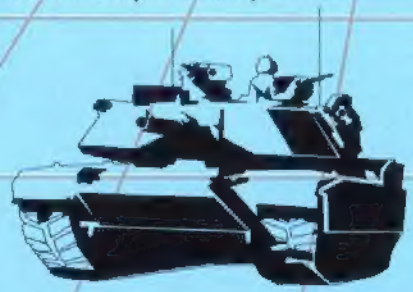
EXTRA LIVES — An extra life is awarded at 50,000 points, 100,000 points and every 100,000 points after that.

GAME PLAY SCREEN



PAUSING GAME

To pause the game press the START Button. However, when any other of your or your partners buttons are pressed, the game will automatically resume. Any controller movement will undo pause.



LEVELS OF GAME PLAY

There are six levels in total, each with a different terrain as follows:

1. THE DESERT

You must start in a dusty shanty town. Fight your way through the first fleet of enemy attack choppers flanked by the first regiment of single-manned desert tanks. There are many heavily armored installations along the way including field guns and missile launchers. Moving out of the shanty town you will be bombarded by reconnaissance jets and rocket launchers. Invaluable power-ups can be found in the pods. At the end of the desert you will come across the first of the six main strongholds of the enemy, be warned — the fight isn't over when the lasers are destroyed! You must neutralize the fortress before continuing.

2. THE JUNGLE

This level guides you along a makeshift road through the jungle. Containers and shields can be found in the dark undergrowth surrounding the road, however, this also provides the ideal hiding place for the enemy! There are several different tanks armed with heavy weaponry. Some launch remote drones which home in on you and are armed with plasma cannons. The jungle is notorious for its fields of proximity mines and jungle walkers.

3. THE RIVER-BED

Your battle-ground is a dried-up river bed where you must reach the dam. Here the jeep will become a high-powered speed boat. Piloting this is very different from driving the jeep and you will have to get used to the movement of the boat in the water. The enemy underwater defenses are plentiful, as are the missile batteries on either side of the river, on the water surface and in the air. At the end of this level a heavily armed underwater battle station awaits you.

4. THE MILITARY AIR BASE

After negotiating your path to a runway you will take to the skies in supersonic jets and continue the battle 30,000 feet high. This level reveals the enemy's airborne base which you must attempt to bypass, avoiding its rocket engine and taking out its gun installations as you go.

LEVELS OF GAME PLAY
CONTINUED

5. THE VOLCANOES

The hazards of molten lava make this assault particularly hazardous for the jeep. However, this level introduces the ionic weapon to equalize the odds. To continue to the underground complex you must destroy the heavily armored blockade at the end of this level.

6. THE ENEMY COMPLEX

Here the final assault takes place. The enemy army will employ the most fearsome and varied collection of military hardware ever assembled in one battle. The enemy's complex is guarded by all of the previously encountered defensive installations. Should you manage to fight your way through the defense network you will encounter the enemy's military brain. Your final mission will be to detonate the entire complex and, once and for all, silence the enemy that threatens the world.

ENTERING HIGH SCORES

To enter your high score simply scroll through the letters using the left or right buttons on the control pad and press any of the fire buttons to enter the highlighted letter. Pressing START or SELECT will abort the HIGH SCORE table.

SCORING